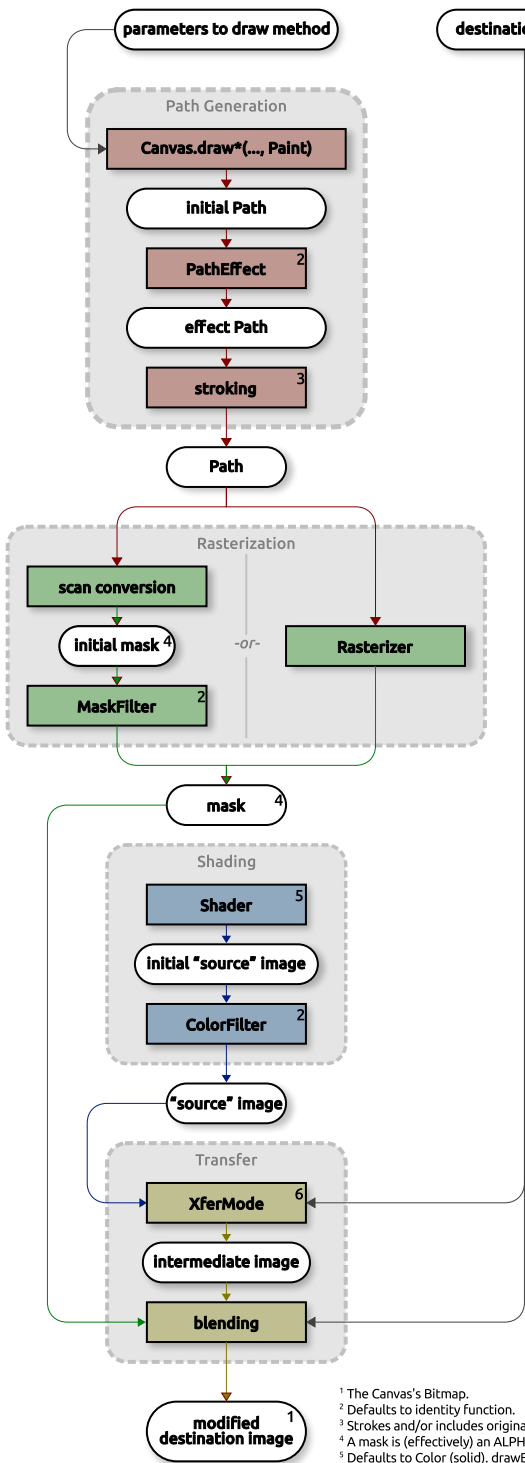


Android's 2D Canvas Rendering Pipeline

<http://xenomachina.com/android-canvas-pipeline>



¹ The Canvas's Bitmap.
² Defaults to identity function.
³ Strokes and/or includes original Path depending on Paint.Style.
⁴ A mask is (effectively) an ALPHA_8 Bitmap.
⁵ Defaults to Color (solid). drawBitmap installs BitmapShader.
⁶ Defaults to PorterDuffXferMode(SRC_OVER).